

Albert Lea 4th Grade Basketball Tournament
Saturday, February 13, 2016
Albert Lea High School
Admission: Adults \$7.00 Students \$5.00

Main Court (Pool A)

Albert Lea
Austin-Lillis
Fairmont

8:00

Albert Lea vs. Austin

9:00

Austin vs. Fairmont

10:00

Albert Lea vs. Fairmont

11:15 (3rd Place Game)

Second seed from each pool

12:15 (Championship Game)

First seed from each pool

Auxiliary Court (Pool B)

Austin-Bonorden
Owatonna
Rochester Mayo

8:00

Austin vs. Owatonna

9:00

Owatonna vs. Rochester Mayo

10:00

Austin vs. Rochester Mayo

11:15 (Friendship Game)

Third seed from each pool

ALBERT LEA BOYS BASKETBALL TOURNAMENT RULES 2016

Minnesota State High School League rules apply, with the following exceptions:

1. Team line ups are due 5 minutes before game. A team must have 5 players to start a game.
2. Game times two 18 minute RUN TIME halves, with stop time in the last two minutes of each half. Running time in second half, except during timeouts, if a team is leading by 20 or more points.
3. Halftime will be 3 minutes.
4. Overtime will be 2 minutes, stop time. If necessary, a second overtime will be sudden death. A jump ball will start each overtime period.
5. Bonus on 7th foul of each half, double bonus on 10th foul of each half.
6. Technical/Intentional fouls will result in two points and possession.
7. Officials may eject any coach, player or fan from the tournament for unsportsmanlike behavior.
8. All decisions of officials are final.
9. Each team is allowed 3 timeouts per game and 1 per overtime. (No carry over.)
10. Defense. 4-6th Grade: Man-to-Man defense only - press only in the last two minutes of each half. 7th-8th Grade: All defenses allowed
11. A team leading by 20 or more points may NOT press
12. Three point shot will apply where the floor is properly marked.
13. All teams should bring their own Warm-up Balls.
14. Only teams playing will be allowed on the floor. No shooting will be allowed during time outs, halftime, etc., unless you are the team scheduled on the floor.
15. TIE BREAKER FOR fourth grade Pool Play.

TIE BREAKER FOR 4TH GRADE POOL PLAY

1. If all three teams in the pool end with the same record (1-1) a point differential tie breaker will be used. Teams will be seeded based on their point differential from the two pool play games played. 15 points will be the maximum differential applied per game regardless of the final score. The team with the best point differential will be the top seed from the pool. After the top seed has been determined, the two remaining teams will be seeded based on the results of their head-to-head game.

2. If the teams remain tied, the second tie breaker will be a three-way coin flip with the odd team gaining the top seed. After the top seed has been determined, the two remaining teams will be seeded based on the results of their head-to-head game.

NOTE Any forfeits will be scored as 15-0.